

Coaches,

Thank you for registering to play in the 2023 Super Elite Invitational. We are excited to add the 7U division this year and to have such a great mix of talent from across the region! Below is information that should help in planning for the event.

PARK ADDRESS: All 7U games will be played on the A Pod of the complex, which is located at 2001 Champions Way (see map below).

POOL PLAY:

- Teams were divided into Pools of 3 or 4.
- Pool play will seed teams into 16 team bracket.
- Pool games are 60 minutes, finish the inning. The games can end in a tie.

BRACKET PLAY:

- Bracket will be seeded from pool play.
- All bracket games will be 70 minutes and the high seed will be automatic home team throughout bracket play.
- If both teams are equal seeds, there will be a coin flip for home team.
- Rather than a full IF game, we will do a 2-inning shootout to break the tie between 2 one-loss teams. A 2-inning shootout is a new game. A new lineup is done and the last batter in the lineup starts on 2nd base for the first inning. The last completed at bat starts on 2nd for subsequent innings. The 2-inning shootout can be called at the end of 1.5 innings if the home team is ahead.

ROSTERS: All players must be listed on the online roster as either a permanent roster player or an approved guest players prior to the start of the first game. Any player not listed on the roster will be deemed ineligible to play in the event of a protest. The protested player will immediately be removed from the game and an out will be taken if in the batting lineup. They will not be allowed to play for the remainder of the weekend. The team will not face a forfeit unless the removed player puts them under the 8 player minimum to play.

LINEUP CARDS: Lineup cards must contain the FULL name of the player and the number.

PROTESTS: There will be a \$100 protest fee. Any roster protest must be done prior to the start of the third inning. (Please make sure you check guest players prior to protesting a player. To do this, pull up the teams roster history, select the event from the dropdown on the top of the page, and check the guest players listed on the bottom of the roster)

TEAM INSURANCE: All teams are required to have insurance on their team. If you purchased through USSSA, we have the policy online. If you did not, please present a copy of your insurance to the site director when you arrive at the park.

MVP AWARDS: MVP awards will be given in pools games for each team. The MVPs will be selected by the umpires and staff. Players can bring their MVP cards to the Office Building at the entrance of the park to redeem their award and get their picture made. The awards will posted to the player profiles online.

TOURNAMENT TRACKING: The USSSA app will allow parents, coaches, and organizations to follow the pool and bracket as scores are submitted. Any discrepancies with the scores that are entered should be reported as quickly as possible to the tournament director. This will give you a live look at how seeding is playing out during pool play and how the brackets are progressing that will keep you on track with start times.

BALL PARK ADMITTANCE: Ruston Sports Complex has one main entrance in and out of the park at each quad. This entrance will serve as the “gate” to the tournament. Fans will pay at the gate for daily admission. Up to 3 coaches and all players will not be charged admission. Cost will be \$10 per person per day. Kids 8 & Under will be free.

COOLERS, FOOD, DRINK: Concession will be available at the center of each quad. Players are allowed water jugs inside the quad areas or ONE team ice chest. Outside food and coolers are NOT allowed within the confines of the quads. However, teams are welcome to picnic in the parking lot or surrounding areas. **NO SUNFLOWER SEEDS OR GUM IN THE DUGOUTS.** Coaches are responsible for disseminating this information and enforcing these standards during tournament play.

PAY AT THE PLATE: Coaches will report to the pre-game conference with CASH in hand. PAP fees are \$40 per game.

HOTELS AND RV Parking: For teams staying in hotels, we highly encourage you to book rooms as early as possible. In addition to Ruston itself, there are hotel rooms in West Monroe, Jonesboro, Winnfield, Minden and Bossier City. All of these are in the 30 minute range from the park and easy to get to. For teams who have RVs, there is RV parking available at the complex. Please see Enclosure 1 for links to the RV reservation form and Ruston Hotel Information.

We hope this lays the foundation for a transparent and phenomenal tournament. We are happy to host your families and couldn't be more excited to press on with this event.

The links to the events are below:

[Event Information](#)

[Event Schedules](#)

Enclosure 1: Ruston Sports Complex Map



Click [HERE](#) for link to the Park

Click [HERE](#) for link to RV Reservations

Enclosure 2: Elite 32 Invitational Rules of Play for 8U/7U

Play will be governed by the USSSA Rule Book, unless specified in this section.

1. Ball: 11-inch USSSA approved ball, optic yellow in color with a maximum compression of 375# and a COR rating of 46.25 +/- 0.75 will be used.
2. Innings: A regulation game shall be a max of seven (7) innings.
3. Time Limits: Pool games will be 60 minute limit, finish the inning. Games can end in a tie during pool play. Bracket games will be 70 minutes or 7 innings max. Bracket games that are tied at the end of regulation or upon completion of an inning with time expired shall go to the International Tie-Breaker method.
4. Runs per Inning: A maximum of 6 runs can be scored each inning by each team.
5. Run Rule: As per Rule 4 Section 4, the run rule will be 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. If time has expired and either team is behind and cannot catch up or go ahead, the game shall be over immediately.
6. Offensive Lineup: The batting lineup may be any number from eight (8) to all players present. An automatic out will be taken if only eight (8) batters. When batting more than eight (8), if any position in the batting order is left open due to injury, illness, or ejection it will be an automatic out if a sub is not available.
7. Defensive Positions: The defensive team must have a minimum of eight (8) and a maximum of ten (10) defensive players in the field, but no more than six (6), including the catcher, can be positioned inside the infield baselines. NOTE: The use of a DP/Flex is not allowed. All players listed on the lineup card will hit. Coach pitch only: The player pitcher must have at least one foot in the pitcher's circle when the batter's coach is pitching. No other defensive players may be positioned inside the pitcher's circle at the same time. The outfield is defined as the turf area on a regulation sized youth field or at least 10 feet beyond the baselines for other playing surfaces.
8. Batting: The batter will receive five pitches or three swinging strikes, whichever occurs first. Each pitch will count as one of the five even if the batter does not swing. If the fifth pitch is hit or bunted foul the batter will remain at bat as long as they continue to foul off pitches.
 - a. The batter is out on a third strike whether caught or uncaught.
 - b. There shall be no Base on Balls (walk) awarded.
 - c. Hitters hit by a pitch will not be awarded 1st base.
 - d. Bunting and Slapping will be allowed in this event only. Players are NOT permitted to show a slash (show bunt, pull back, and then take full swing). PENALTY: Slashing will result in an automatic out.
9. The infield fly rule is not in effect. The ball remains "live" with all runners in jeopardy of being put out or advancing.
10. A runner may not leave a base until the pitch leaves the pitcher's hand.

PENALTY: The ball is dead, a “no pitch” is declared, and the runner is declared out. A runner who leaves a base on a pitch is at liability to be put out, even on a non-batted ball. She may return to her original base (unless forced to advance because the batter becomes a batter-runner), or she may attempt to advance to a subsequent base. However, if the ball is not batted, at the conclusion of a play involving a non-batted ball (i.e; an attempted pickoff), all outs stand, but any runners not put out must return to the base occupied at the time of the pitch.

11. A runner may not steal a base. At the conclusion of any play involving a NON-BATTED ball, the ball is dead, all advances shall be nullified, and the runners shall be returned to the base occupied at the time of the pitch. However, all outs shall stand.

12. Time will be called when a defensive player has possession of the ball in advance of the lead runner. If a runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called they will be returned to the previous base safely. The defensive team may have a maximum of 3 defensive conferences per game.

13. Additional Coaches: In addition to base coaches, only a coach in the pitcher’s circle is allowed on the field of play. The coach pitcher must deliver the pitch with one foot in contact with the pitching plate. The pitching coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner at ANY time. PENALTY: The batter is charged with a PITCH. The pitching coach must make an effort to avoid interfering with the play. If in the umpire’s judgment, a coach interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead and the pitch replayed. If in the umpire’s judgment, a coach interferes intentionally, the lead runner is out and the play replayed. If there are no runners, the batter is out

14. Ejected or Removed Coaches, players or spectators: If a coach or spectator is removed during a game, that person must leave the immediate area surrounding the field of play. If a coach is ejected from a game, they must sit out the remainder of that game as well as the next game. Players who are ejected are restricted to the dugout for the remainder of the game.